



# SHADOW OF THE OBELISK

ANSWER THE CALL OF THE STARS BEFORE DARKNESS DEVOURS THE WORLD







## BACKSTORY



In an age long forgotten, when the world was young, and the stars shone with a light untainted by the shadow of time, there existed a coalition of celestial beings. These luminous architects weaved the fabric of the cosmos into a harmonious tapestry, starting their work from a monument known as the Starlight Obelisk. It stood as both a testament to their unity and a powerful seal against the dark creatures that roamed the interstellar voids. Bathed in the eternal glow of the constellations, the Obelisk's magic radiated across the lands, instilling peace and prosperity.

Centuries passed, and the memory of the celestial beings faded into myth, distilled into legends sung by the bards and recorded by the sages. The Starlight Obelisk, though still standing resilient in the desert, became a relic of a bygone era, its true purpose lost to the sands of time. Civilizations rose and fell under its silent vigil, oblivious to the dormant menace lurking just beyond the night sky. However, the celestial dance continued its predestined path, leading to an alignment that would weaken the barriers between realms, threatening to unleash the ancient darkness once more.

Eilora Thalass, a descendant of the stargazers who once served the celestial coalition, was the first to rediscover the prophecies tied to the Starlight Obelisk. Through her relentless studies and observations, she learned of the approaching alignment and the peril it posed. Determined to prevent the celestial seal from breaking, she sought out those with the courage and strength to stand against the darkness. Eilora sent her summons far and wide, calling heroes to gather at her abode in the city of Prid'dranas. It was here that the strands of fate would converge, beckoning the chosen to embark upon a quest to reignite the Obelisk's ancient magic and thwart the encroaching shadows that yearned to engulf the world in their cold embrace.

## PLOT HOOK

Through repeated visions in the stars, as well as a starmap puzzle sent to the party by post, they are guided to the home of Eilora Thalass, who needs them to reignite the Starlight Obelisk.



## ADVENTURE SUMMARY



As the rare alignment of stars approaches, Eilora Thalass, a sage astronomer, gathers the party to prevent the escape of malevolent beings trapped beyond the veil of reality. The heroes are tasked with rekindling the Obelisk's fading magic by activating ancient shrines dedicated to the land and the sky.

Navigating the perilous desert, the party faces both the cunning of the land and the wrath of its denizens. Through shifting sands, they encounter the Earth Shrine, where a puzzle of a living labyrinth must be solved to move forward. At the Sky Shrine, a symphony of chimes awaits to be harmonized with the desert's breath. Each shrine brings them a step closer to their goal, while the denizens of darkness send forth their minions to thwart the party's progress.

As the stars align above, the final confrontation looms at the foot of the Starlight Obelisk. The heroes must stand fast against the dark creatures that slip through the weakening cosmic barrier, seeking to snuff out the monument's light. The battle is a test of endurance and courage, with the fate of the realm hanging in the balance. If the adventurers prevail, they will not only save the land but also restore a fragment of the lost celestial legacy, ensuring that the Starlight Obelisk continues to pierce the night, a beacon of hope against the darkness between the stars.





# CHAPTER 1: ASTROLOGIST'S BARGAIN

In which the party meets Eilora.

## CALLED UPON

Read this:

"As the last hues of sunset give way to twilight, you find yourselves in the bustling desert town of Prid'dranas. Tonight, the air buzzes with an unexplained energy, as if the very sands whisper of impending change. You have all gathered at the behest of Eilora Thalás, an elven astronomer of great renown who speaks of celestial portents and prophecies linked to an ancient monument in the desert. Around you, other adventurers murmur with unease, for the stars seem to have aligned in a pattern not seen for millennia. Eilora's eyes hold a gravitas that beckons you to listen, to heed the call of destiny, as she prepares to speak of matters that could determine the fate of this world."

The party meets Eilora Thalás (see Eilora sidebar), who begins speaking of the Starlight Obelisk.

## EILORA THALAS (LG ELF NOBLE)

**Information:** She is an elf with silver hair that cascades over her deep blue robes adorned with constellations. Her eyes, a piercing azure, seem to reflect the night sky. Once a court astronomer, she left her position to study the Starlight Obelisk's mysteries, sensing a creeping shadow in her star charts. Eilora is a devoted scholar of celestial events and ancient lore.

**Roleplaying as Eilora:** Wise and gentle, yet with an undercurrent of urgency driven by her discoveries. She speaks with an eloquent and soothing voice that carries an air of authority. She is deeply concerned about the impending darkness and is motivated by a desire to protect the realm from the threats only she has foreseen.

Under the velvety shroud of twilight, Eilora addresses the assembly of would-be saviors with a mix of gravitas and urgency. She recounts the origins of the Starlight Obelisk, an ancient bastion of light forged in the fires of celestial will millennia past, a testament to a time when darkness was held at bay by its radiant gaze. Yet, as the ages rolled on, complacency dimmed the collective memory of its importance, leaving the Obelisk's once-blinding light flickering on the cusp of oblivion. Now, she reveals a prophecy of great peril, foretelling the Obelisk's extinguishing as a harbinger of an eternal nightfall. The recent demise of her last sent emissaries, swallowed by shadows whose forms remain nameless, has only confirmed her direst fears. With the weight of destiny upon her shoulders, Eilora beseeches the gathered adventurers for aid.

At any point during this discussion, the party can make either a **DC 15 Intelligence (Arcana) check** or a **DC 15 Wisdom (Insight) check** to discern additional information. On a successful **Intelligence (Arcana) check**, the party member deduces that such a barrier, conjured up through light to fight off creatures beyond understanding, could only be meant to fight the void regions of the Astral Expanse – deeply dangerous creatures that seek to destroy everything. On a successful **Wisdom (Insight) check**, they sense Eilora's desperation and fear.

***GM NOTE:** If you are playing this adventure as a one-shot, this is a perfect time for the party to introduce their characters. Talk with your party about their relationships. Ask them about how long they've been working together (if at all), the type of jobs they usually take, perhaps even parts of their backstory, and other details you might deem important. Once they've all introduced themselves, you can proceed.*







Read this:

"As the astronomer reveals the true peril the alignment portends and the daunting task required to safeguard the realm, the crowd's fervor dissolves into trepidation. Murmurs turn to doubts, and one by one, the gathered heroes depart, unwilling to risk the darkness for a legend's promise. Only you, stalwart and resolute, remain."

The party must now choose whether to stand with Eilora or not and negotiate the terms of their agreement. Initially, she'll offer each party member 500 gp, as well as aid with magical items before they go on their adventure. By making a successful **DC 18 Charisma (Intimidation) or Charisma (Persuasion) check**, the party can persuade her into raising their pay to as much as 750 gp each, but not more.

Once the party agrees to help Eilora, she'll give each party member a pair of *goggles of night* and a *potion of healing* to protect them.

You can proceed to the next subchapter.

## THE RUDE SANDSTORM

Read this:

"As you affirm your commitment to the quest, the first stars of evening begin to prick the deepening twilight. With Eilora leading, you venture forth, the town of Prid'dranas shrinking behind you as the desert's boundless expanse unfolds. The sands, golden and warm underfoot, whisper tales of ancient days with each step you take towards the fabled Obelisk. Yet, not long into your journey, the winds begin to moan, and the horizon darkens ominously. A sandstorm, vast and vengeful, rears up from the depths of the desert like a colossal beast awakening from slumber. The world turns to a tempest of swirling sands and howling gales, challenging your resolve. Huddling close, with cloaks drawn tight and eyes shielded, you press on, guiding Eilora through the maelstrom, your silhouettes a steadfast caravan against the fury of the storm."

Ask the party for a marching order, as well as any other means of preparation they'd like to make before facing the sandstorm head-on.

**Hazard: Sandstorm.** Once the party has all made their choice, ask each party member who needs to breathe and hasn't covered its mouth for a **DC 12 Constitution saving throw**, as they walk into the sandstorm. On a failed save, they inhale dust and sand, gaining the Sandburnt Lungs disease. To navigate the sandstorm, the party member leading the marching order must make a successful **DC 16 Wisdom (Survival) check**. On a failed check, each party member must make a **DC 14 Constitution saving throw**, taking 2d6 fire damage or half as much damage on a failed save. Then, the person leading the marching order must repeat the **Wisdom (Survival) check**, with the DC increasing by 1 for each previously failed check, as the party gets more and more disoriented.

**Sandburnt Lungs.** Whenever the creature casts a spell with a somatic components while affected by this disease, they take 2d6 fire damage, which can't be prevented or reduced in any way. An affected creature can repeat the saving throw at the end of every 24 hours, ending the effect on itself on a success.

Once the party has successfully navigated the sandstorm, read this:

"The storm's wrath envelops you, a maelstrom of churning sand and relentless wind that obscures the sun and turns day to dusk. With each step, you lean into the fury of the desert, a determined band pressing forward where lesser souls would falter. The Obelisk, your beacon through this tempest, calls to you not with sight, but with purpose."

Ask each party member for a **DC 18 Wisdom (Perception) check**. If no party member succeeds, they are ambushed by a **sandstorm elemental** on map 1. Show the party map 1 only once the elemental has had its first turn striking them.

If at least one party member succeeds on the check, read this instead:

"Yet as you cleave through the howling winds, a shape begins to form amidst the chaos—a swirling vortex of sand given rage and form. An elemental, birthed from the storm's heart, rises with a roar that melds with the gale. Its towering form, a maelstrom within the maelstrom, stands between you and your destination, its anger palpable, its challenge clear."

Show the party map 1 and the **sandstorm elemental** which they must now fight.





*GM NOTE: If you are playing this adventure over a virtual tabletop, we heavily encourage limiting player vision to no more than 10 feet while within the sandstorm. This will create a sentiment of worry and uncertainty, with the sandstorm elemental striking in quick fashion, then retreating back into the sand. It'll heavily contribute to the puzzle qualities of the combat.*

Once the party has defeated the **sandstorm elemental**, you can proceed to the next chapter.

## CHAPTER 2: STONE AND SKY

In which the party rekindles the necessary shrines.

### LAST SPARKS

Read this:

"The base of the Starlight Obelisk is an arena of ancient grandeur, standing defiant against the ravages of time. The monument looks akin to a large mausoleum trumping over a hole in the ground, outfitted with a variety of stairs and runes that arrive down at a central pool of water. Around it, the four towers sit in silent testament to the old magics, waiting for the hand of the fated to reawaken their slumbering might."

Show the party map 2. Each party member can investigate one of the many points of interest within Obelisk's area. Each point of interest requires a different check to be investigated.

Once the party has investigated all the areas or decided to leave, you can proceed to the next subchapter.

*GM NOTE: If you want to give the party complete freedom (and the ability to find out nothing at all), don't mention the locations they can explore. Simply let them decide whether they want to explore the surroundings or simply move ahead to the next chapter.*



## AREAS 1 THROUGH 4 – THE TOWERS

Read this:

"On the corners around the Starlight Obelisk, stand four imposing towers, each a sentinel watching over the sacred center. The structures rise like petrified gales, their stones weathered yet defiant against the sands of time. Upon their surfaces are intricate carvings that seem to dance and shift in the desert light, depicting the constellations that wheel overhead and the variegated tapestry of the land that stretches beneath. These images tell a silent saga of the skies and earth, a perpetual testament to the celestial dance of the cosmos and the firmament's ever-watchful gaze upon the mortal realm."

Any party member can explore the towers by making an **Intelligence (Arcana) check**, gaining information based on each check's result using the information below. Any party member under the effects of the *comprehend languages* spell has advantage on that check.

### Check Result

### Encounter

Below 10

The towers are old, and the carvings, while beautiful, don't seem to hold any arcane significance that you can discern. They appear decorative, possibly telling a story or simply meant to capture the eye.

10-15

The carvings on the towers are more than mere decoration; they align with constellations and terrestrial landmarks. They seem to map the stars directly above and suggest a certain time when they might align perfectly with the tower's peaks. In addition, something seems to connect the pillars to the earth, making them a bridge between stars and earth.

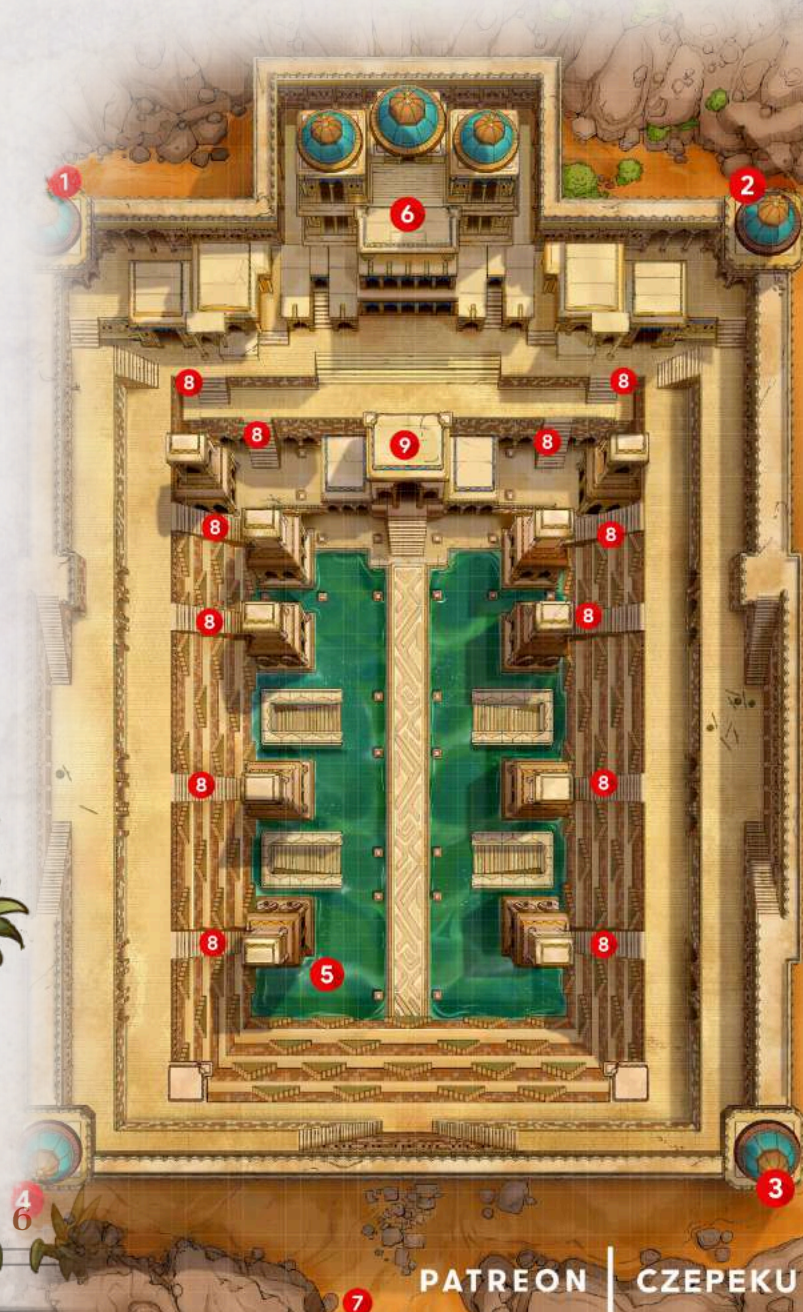
16+

The carvings are a sophisticated celestial map that interacts with the magic of the Obelisk. When the stars align with the carvings, it likely enhances the Obelisk's powers. It seems to go in a clockwise direction, starting in the top-left corner.

If the party discovers the alignment, they can harness its power. In the final combat, at initiative 20 of every round, one of the four pillars (areas 1, 2, 3 and 4 on map 3, starting with area 1) pulse with divine light. If a party member is within 10 feet of the pillar when it pulses, that party member regains 2d10 hit points.

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MAP 2





## AREA 5 – THE MAP

Read this:

"At the base of the building lies a pool of water so clear and still it mirrors the sky above, creating a seamless horizon where earth and heaven unite. The surface glimmers with the light of the firmament, betraying the presence of ethereal magic. Upon closer inspection, the bottom of the pool is inscribed with runes that emit a faint, otherworldly luminescence."

Any party member can explore the waters by making an **Intelligence (Nature) check**, gaining information based on each check's result using the information below. Any party member under the effects of the *detect magic* spell has advantage on that check.

Check Result	Encounter
Below 10	The pool's water is exceptionally clear, and while the runes at the bottom are intriguing, their purpose or origin eludes you. The water is cool to the touch and refreshing, but you gain no significant insight into its magical properties.
10-15	You recognize that the runes bear a resemblance to those used in druidic circles, suggesting a connection to the natural world and the elemental planes. The water, upon closer inspection, seems to constantly replenish itself, hinting at a possible underground spring or a magical source. Touching the water gives a subtle sense of tranquility.
16+	The runes are identified as part of an ancient language of nature, possibly used to sanctify this pool for a celestial event or ritual. Drinking the water or using it in spells related to healing or divination may enhance their effectiveness. For the next 24 hours, any spell cast by the party member who drank the water is level treated as one higher than the level at which the spell was cast. Once this ability has been used once, it can't be used again.

## AREA 6 – THE MAUSOLEUM

Read this:

"At the heart of the Obelisk's guardians lies a mausoleum, its architecture a solemn ode to the epochs past. The heavy doors open to reveal an interior adorned with runes that crawl across the walls like ivy, glowing with a spectral blue that illuminates the hallowed chamber. Murals painted with exquisite skill adorn every surface, depicting scenes of celestial beings weaving the tapestry of fate, their faces serene as they work the looms of destiny. The air within is thick with the weight of history, and the silence hums with the power of the runes—a sanctum where the veil between worlds is thin, and the whispers of the ancients might still be heard by those who listen with reverent ears."

Any party member can explore the mausoleum by making an **Intelligence (Religion) check**, gaining information based on each check's result using the information below. Any party member under the effects of the *detect evil and good* spell has advantage on that check.

Check Result	Encounter
Below 10	The murals and runes inside the mausoleum are evocative and filled with religious symbolism, but their exact meaning or relation to the divine is unclear to you. They are serene and beautiful to behold but offer no deeper understanding.
10-15	You can glean that the murals depict not just any celestial beings but specific deities known for their guardianship over knowledge and the fate of mortals. The runes suggest a litany of prayers or mantras meant to honor these deities, specifically prayers that ward off against the destruction of knowledge. There's also repeat mentions of the bond between "stone and sky".
16+	You recognize the depicted scenes as the tale of a sacred covenant between the deities of knowledge and fate and the ancient peoples who built the Obelisk, with the runes forming a consecration that maintains the barrier between worlds. Repeating the mantras in the presence of the Obelisk may strengthen its power.





## RESTORE POWER

Read this:

"You hear the voice of Eilora calling you from within the mausoleum, calling you to rush in that direction. Eilora's steps echo solemnly through the hallowed interior of the Obelisk's mausoleum, leading you to a grand mural that dominates the wall, its colors vibrant against the dim light, adorned with writings in celestial. She pauses, her eyes tracing the ancient fresco before turning to you, a grave seriousness etched upon her face. 'The mural of the Covenant,' she begins, her voice a reverent whisper. 'The Obelisk's might alone cannot pierce the encroaching shadows, for its strength is but the tip of a greater whole. To truly vanquish the darkness, we must rekindle the embers of its batteries—the Shrine of Stone southeast, and the Shrine of Skies. Each shrine channels the earth's bones and the heavens' breath, fusing their powers with the Obelisk to forge a barrier of light. Only by restoring the shrines' dormant magic can we renew the ancient ward and protect the lands from the night's tenebrous grasp.' With a determined nod, she steps back, the mural standing as a silent testament to the balance of elements. The next step of your task awaits."

The party must go and mend the two shrines before returning to the main one. Ask if they wish to begin by heading to the Shrine of Stone or the Shrine of Skies. Once the party has chosen the shrine they wish to go to, ask for a marching order.

The party member leading the marching order must make a **DC 17 Wisdom (Survival) check** to help the party navigate through the heavy sandstorm, which hasn't let up despite the death of the sandstorm elemental. On a successful check, the party gets to the chosen shrine without issue. On a failed check, each party member must succeed on a **DC 14 Constitution saving throw** or suffer one point of exhaustion.

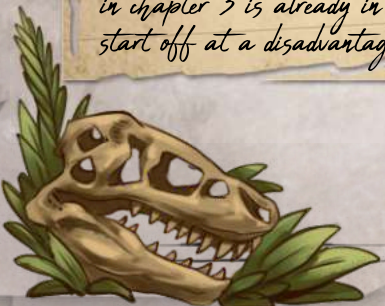
Once the party has visited both shrines and solved both puzzles, you can proceed to the next chapter.

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MAP 3



***GM NOTE:** If you want to add more stakes to this part of the journey, you can do so by starting a timer for 2 hours, reducing 30 minutes from it if the party fails their initial Wisdom (Survival) check, to signify the party getting lost in the sandstorm. You can add this timer with or without telling the party. If the timer runs out before the party has returned from fixing up the two shrines, the combat in chapter 3 is already in progress, and they can start off at a disadvantage.*





## THE SHRINE OF STONE

Read this:

"Surrounded by towering dunes, the Shrine of Stone rises from the earth like the bones of the world made manifest. Huge slabs of sandstone, layered with the hues of countless sunsets, form an open gateway to the sky. Within this henge, the air thrums with the pulse of the earth, heavy with the scent of iron and stone. The ground at its center is a mosaic of mineral veins that converge on a dais, where an altar of unadorned rock stands solemnly, waiting for hands that know the weight of the land to reawaken its dormant might. The silence here is profound, broken only by the whisper of the shifting sands—a place of power, deep and resonant, as enduring as the bedrock and as mysterious as the soil's hidden depths."

The Shrine of Stones features a large circular platform. On it is a miniature model of the surrounding area with movable blocks representing the dunes. The platform is inscribed with a labyrinth pattern and several glyphs that correspond to locations within the actual surrounding dunes. Players must rearrange the miniature dune blocks on the model to match a specific pattern that will create a path through the real-life labyrinth of dunes. Whenever one of the dunes is moved on the board, it will affect those around them in real life.

The blocks (dunes) must be moved in such a way that a direct path is created from the shrine to the obelisk without any large dune blocking the party. Whenever a party member wants to move a block, ask them about the direction they wish to move it. In total, there are 4 blocks, each stuck at one of the 4 cardinal points. The party must move all 4 blocks so that the north, west, and northwest points are all clear.

*GM NOTE: If this is hard to visualize, imagine it similar to a sliding block puzzle within which they must slide giant blocks, thus altering the geography of the land.*

While on the platform, any party member can do the following:

- Make a **DC 16 Wisdom (Perception) check** to realize the blocks representing dunes match the dunes they traveled through.
- Make a **DC 16 Intelligence (Investigation) check** to better gauge the direction in which the blocks must be moved. On a successful check, provide hints to help the party understand their purpose (to clear out the connection).
- Make a **DC 16 Intelligence (Nature) check** to understand the location of the obelisk.
- Make a **DC 16 Strength (Athletics) check** to move one of the blocks in any direction.

If a block is moved in the wrong direction, that party member will feel the rumble of stone strike them down and take 1d10 force damage.

Once the party has cleared up the three necessary points, read this:

"As the final grains of sand are cleared away, the moment of conjunction is almost palpable, a static charge in the air awaiting release. Then, with a sound like a sigh from the earth itself, a beam of radiant light bursts forth from the Shrine of Stone. It cuts across the expanse of the desert, a golden lance undimmed by the dusty air, until it meets the Obelisk. The connection is instantaneous and awe-inspiring; the two ancient structures are now bound by a visible cord of luminescence, pulsing with power. The light is pure and warm, thrumming with the heartbeat of the earth, and as it strikes the Obelisk, the glyphs, and runes upon the ancient stone begin to glow with renewed vigor, a silent harmony restored. The desert around you seems to hold its breath, and for a moment, time itself lingers in reverence to the reawakening of an age-old pact between the earth and the celestial."

## THE SHRINE OF SKIES

Read this:

"Perched on the crest of the highest dune, the Shrine of Skies is a marvel of alabaster columns carved with the likeness of soaring birds and billowing clouds. Wind chimes of crystal and silver sing an ever-changing hymn to the heavens, their music mingling with the ceaseless breath of the winds. At the shrine's heart lies an open pavilion, with a ceiling that opens to the endless azure above, inviting the sky's embrace. The air here crackles with the promise of storms and the whisper of zephyrs, embodying the caprice and power of the skies. Offerings of feathers and incense are strewn about, remnants of past supplications to the eternal dance of the winds. It is a place not merely built in the desert, but one with the desert, where the sky's voice is given form and the boundary between earth and heaven is blurred."



The Shrine of Skies' central platform is a circular area with four tall pillars, each holding a set of wind chimes with different tones. In the center, a stone pedestal displays a series of symbols that correlate with animals of the deserts. In total, there are 4 chimes. The party must figure out the correct sequence of wind chime tones to play the melody that harmonizes with the natural wind pattern. The correct sequence should be 3241 (1 being the highest note and 4 being the lowest). A worn inscription reads, "When the breath of the desert sings with the pillars, the path shall open."

- While on the platform, the players can do the following:
- Make a **DC 16 Wisdom (Perception) check** to listen to the tones produced by each chime and learn where they place from highest to lowest.
  - Make a **DC 16 Intelligence (Nature) check** to understand that together, the many animal sounds make up the sound of wind.
  - Make a **DC 16 Dexterity (Sleight of Hand) check** to strike the chimes at the right time, in the right order.

*GM NOTE: If your party is particularly musical in real life, consider adding real sounds the party must align properly, perhaps even notes that are very close together, causing them to debate which is the right order.*

When the wrong order is played, the party member who strikes the chimes takes 3d10 lightning damage.

Playing the correct melody causes the wind to amplify, swirling around the shrine and revealing hidden inscriptions on the pillars that point the way to the next shrine.

Read this:

"As the last chime sings its resonant note, a hush falls over the Shrine of Skies. The wind, playful until now, aligns with purposeful intent, spiraling inward toward the center of the shrine. Each column vibrates gently, harmonizing in an ethereal melody that seems to summon the very essence of the skies. Then, with a crescendo that echoes the beginning of time, a vortex of wind manifests above the shrine, spiraling with fervent energy. From this whirlwind, a focused beam of light emerges, piercing through the swirling sands and toward the distant Obelisk. The column of light is as pure and clear as the wind itself, bridging the divide between the sky and the stone, knitting the two together with a bond of brilliant luminosity. The air thrums with the power of the connection, the wind's song now a silent testament to the union of elements, and the sacred accord now restored."

## CHAPTER 3: THE ALIGNMENT



In which the party protects the obelisk.

### DEFENSE OF THE HEART

Now that the party has reactivated both shrines, they can return to the Obelisk for a final stand.

*GM NOTE: If you used a timer and the party has gone over time, skip the following paragraph and progress straight into the battle.*

Read this:

"As the celestial alignment commences, the heavens themselves seem to descend upon the earth. Stars and constellations spiral in a celestial dance above the Obelisk, casting beams of otherworldly light that coalesce around the monument. The air thrums with power as shooting stars carve radiant arcs in the night sky, and the very fabric of reality seems to thin, connecting the realm of mortals to the vast and mysterious cosmos. Just then, the forces of darkness begin their assault, forming at the edge of the structure and preparing for battle."

Show the party map 3. At initiative 20 of every round, one of the four pillars (areas 1, 2, 3 and 4 on map 3, starting with area 1) pulse with divine light. If a party member is within 10 feet of the pillar when it pulses, that party member regains 2d10 hit points. The threats the party faces will arrive in waves starting from area 7. The goal of every monster is to reach area 9, the entrance to the obelisk.

To do so, they must walk down the magically binding stairs that prevent their flying (areas marked 8). Unless in melee combat with two or more creatures, each enemy creature will use its movement and action on its turn moving down toward the entrance. Going down a set of stairs (area 8) requires 30 feet of movement. Once a creature reaches the entrance, it turns itself into an energetic wave, disappearing inside and dying to hinder the obelisk.

The first wave will consist of **12 shadows** and **1 wraith**. The second wave will consist of **6 shadows**, **2 gibbering mouthers** and **1 wraith**.

The first two waves will appear every other round of combat. Then, the party will have time for a short rest and be joined in combat by a helpful **coatl**. After that, one more wave will appear.





The third wave consists of **8 shadows** and a **black hole giant**.

Once the party defeats the third, read this:

"As the final adversary falls beneath your relentless onslaught, a profound silence descends upon the battlefield. The frenzied howls and clashing steel that filled the air moments ago fade away, leaving only the whisper of the desert wind in their stead. You stand amidst the sands, breathing heavily, the weight of your exertions evident in each labored breath. Yet, there is triumph in your exhaustion, a sense of accomplishment that resonates with the pulsating light of the Obelisk."

Proceed to the next subchapter.



## THE END



The party's adventure has come to an end, reaching one of the conclusions below based on how successful their defense was:

**1. Successful Defense.** No more than 8 creatures entered the obelisk. The party protects it successfully and is paid in full.

**2. Failed Defense.** More than 8 creatures entered the obelisk. It falls and is destroyed the next day by the hidden energy waves inside. The party and the entire world is doomed.

**3. Perfect Defense.** No creature entered the obelisk. The party had a perfect defense and is rewarded handsomely, earning an additional 500 gp.





# MONSTERS

## BLACK HOLE GIANT

*Huge Giant, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

**Saving Throws** Con +8, Wis +3, Cha +4

**Skills** Athletics +9, Perception +3

**Damage Resistances** force; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold

**Senses** passive Perception 13

**Languages** Giant

**Challenge** 8 (3,900 XP)

**Achronic.** The giant is immune to the slow spell and effects from his own black holes.

**Gravitational Leap.** If the giant moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone and take an additional 19 (3d12) force damage.

**Orbit Pull.** At the start of each of its turns, the giant can choose one creature within 60 feet. The target succeed a DC 17 Strength saving throw or be pulled within 5 feet of the giant.

### Actions

**Multiattack.** The giant makes two slam attacks.

**Create Black Hole (Recharge 5-6).** The giant chooses a point within 120 feet. A 15-foot radius miniature black hole originates from the chosen point, remaining there for 1 minute. Whenever a creature first enters the area or starts its turn inside it, it must make a DC 17 Wisdom saving throw against its magic. On a failed save, a creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can take either an action or a bonus action on its turn, not both. These effects last until the creature leaves the area.

**Slam.** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 25 (3d12 + 6) bludgeoning damage.

### Reactions

**Bend Space & Time.** As a reaction to being hit with an attack, the giant bends space and time, teleporting to any point he can see within 60 feet and causing the attack to miss.

## SANDSTORM ELEMENTAL

*Large Elemental, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., burrow 30 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	15 (+2)	6 (-2)	11 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Auran

**Challenge** 6 (2,300 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

**Coarse and Rough.** Non-elemental creatures within 30 feet of the elemental can't see further than 15 feet forward.

**Living Storm.** The elemental is bound to a nearby sandstorm and is immune to spells and abilities that would cause it to switch planes.

**Scratches of Sand.** When a creature moves within 5 feet of the elemental or starts its turn there, it takes 2 (1d4) piercing damage.

**Whirlwind Bind.** Whenever the elemental damages a creature with a flying speed, its flying speed is reduced by 10 feet. This reduction lasts for 1 hour.

### Actions

**Multiattack.** The elemental makes two sand slam attacks.

**Sand Slam.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage. If the target is a creature, it must also succeed on a DC 16 Constitution saving throw or become blinded until the end of its next turn.

**Sandstorm Rush (Recharge 5-6).** The elemental moves in a 10-foot wide, 30-foot long line of pure fire and sand in any direction. Each creature within its path must make a DC 16 Dexterity saving throw, taking 10 (3d6) fire damage and 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. On a failed save, a creature it ignites. Until a creature takes an action to douse the fire, it takes 5 (1d10) fire damage at the start of each of its turns.



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